

# METHOD AND APPARATUS FOR HANDLING EVENTS RECEIVED AT A SERVER SOCKET

## ABSTRACT

- 5 A method and apparatus are provided for handling events received at a media streaming server. Server sockets configured to receive events are registered with a polling object and may be divided into collections. Each collection shares a processor thread for detecting events. Each socket is associated with an event consumer object that is notified when an event is received at the socket. The
- 10 event consumer objects invoke task objects to handle the events. Task objects are queued in a task queue and execute using a pool of processor threads. Event consumer objects are derived from an abstract base consumer class that defines a common interface. Subclasses of the base consumer class are configured for different types of events that may be received (e.g., connection requests, media
- 15 streaming commands, media data, media stream quality reports). Specific event consumer objects are instantiated from the subclasses to provide implementations of the common interface.